

FPS COMBAT

QG-06

VERIFIED

STAR CITIZEN 4.10.x

EN

REV 2026-09

Default keyboard and mouse bindings from the game's default profile.

MOVEMENT

Move

W / A / S / D

hold

Sprint

L-SHIFT

tap = toggle, hold = active

Jump

SPACE

Crouch

C

tap = toggle, hold = active

Prone

L-CTRL

Roll left / right (prone)

Q / E

double-tap

Lean left / right

Q / E

hold

Dodge left / right / back

A / D / S

double-tap

WEAPON

Firearm - Attack

LMB

Aim Down Sight

RMB

Hold Breath (ADS)

L-SHIFT

hold

Reload

R

tap

Holster Weapon

R

hold 0.5 s

Change Fire Mode

B

Weapon Stance (Toggle)

L-ALT + R

tap

Weapon Zeroing + / -

PG UP/DN

Zoom (ADS) + / -

MMWHEEL ↑/↓

Interact With Scope (ADS)

L-SHIFT

tap

FPS Underbarrel Attachment Action

U

Customize Weapon

J

tap

Repool Ammunition

L-ALT + 1

WEAPON SELECT

Primary / Secondary / Sidearm

1 / 2 / 3

tap

Select Gadget

5

tap

Select Melee

V

tap

Unarmed Combat

6

tap

Hold 1 / 2 / 3 = weapon radial menu.

GRENADES & THROWING

Throwable Select Radial Menu

G

Throw - Overarm & Two-Handed

LMB

hold

Throw - Underarm

RMB

hold

Consumable Select Radial Menu

4

MELEE

Light attack left / right

LMB / RMB

tap

Heavy attack left / right

LMB / RMB

hold 0.25 s

Melee with ranged weapon / takedown

MMB

hold 0.25 s

INTERACTION

Interaction Mode

F

Personal Inner Thought (PIT)

L-ALT + F

Flashlight (Toggle)

T

Helmet (Equip)

L-ALT + H

tap

Wipe Helmet Visor

L-ALT + X

Free View Camera (Hold)

Z

hold

LOOT & INVENTORY

Toggle Inventory

I

tap

Loot Screen

I

hold 0.25 s

Toggle Looting View

TAB

Looting - Weapon Attachments

Q

Drop Item

NO DEFAULT

Store All Commodities

NO DEFAULT

Tap I = inventory · hold I 0.25 s = loot screen.

EMERGENCY

Request Rescue (incapacitated)

M

hold 1.5 s

Force Re-spawn (E.V.A. / On Foot)

BACKSPACE

hold 0.5 s